

# Nintendo ENTERTAINMENT SYSTEM



# Nintendo ENTERTAINMENT SYSTEM

NES-4-004

## INFILTRATOR



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# Nintendo ENTERTAINMENT SYSTEM



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This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Please look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.

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Sunnyvale, CA 94086

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# Nintendo ENTERTAINMENT SYSTEM

## TOP TOP TOP TOP SECRET

through to Captain Henry "Iron Horse" Williams, USA The following TOP

By: The destruction of the world is now TOP

Captain TOP

We must give TOP The world is on the brink of destruction TOP Only you can save  
it TOP The Whaling Enterprise Game™ (and I think nothing is on the side  
TOP The Mad Leader must be stopped TOP Only you can stop him TOP Stop him  
at all costs TOP Godsend find a Game™ light manual, word communication code  
manual and other personal info, weapons, but (with pre-paid processing money) and the  
necessary funds to remove dangerous information (Patched Station) TOP

Good luck, immediately-the fate of the world is in your hands TOP

Respectful General Bureau "Old Blood is dead" if thoughtless

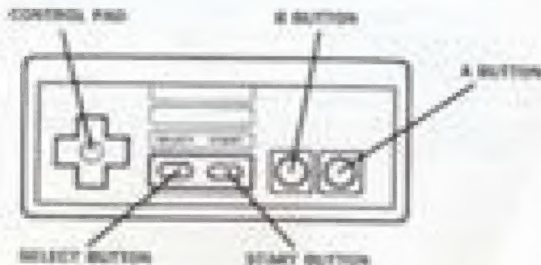
And now, the moment you've been waiting for...

You will begin all of your missions from Home Base, just beyond the border of the Mad  
Leader's country. At the least you will be briefed about your mission and just before  
launch, the Mad Leader's pilot will drop you straight from Home Base through enemy air-  
space and with one of the Mad Leader's innovations to complete the ground mission  
assigned during the briefing. There are three missions, each progressively more difficult.

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in keeping with your growing skill, interest, and excitement pattern. Good luck!

Press any button to exit the title screen. You may start your first mission either at Home Base or at the Enemy Base; press the Select Button to move the arrow. When the arrow is pointing to the action you want to select, press any other button to begin. To attempt a higher level mission, choose (ENTER) (RELEASE) (PUSH) (DOWN). You will then be asked for a password, which would have been assigned at the end of the previous mission. Press (L) and (R) on the Control Pad to change letters; press (L) and (R) on the Control Pad to move the cursor. When the password is complete, press any button to proceed.



## OWNER'S FLIGHT MANUAL

Whirling Whorlman  
introduces the  
Game™ (aka.3 Mach Chopper  
"the Buffmaster")

Just like Whirling Game™ (aka.3 Mach Chopper) is loaded with the following feature features:

- Deluxe Flight Suit Production Whirling Whorl™ engine
- Whirling Whorl™ aerial foot locking module
- Anti-footlocking module (negative force)
- Aerialer guard module (soft bumper)
- Whirling Whorl™ auto landing
- Ultra sophisticated communications systems
- Customized receiver guidance, control, and surveillance systems
- Whirling Whorl™ auto level controller

# Nintendo ENTERTAINMENT SYSTEM

## TAKEOFF PROCEDURES

When entering the cockpit of your Game, you will find yourself facing an information-rich array of controls. At the bottom of the screen, note your hands holding the control sticks which control the movement of the helicopter. Take-off procedures are as follows:

1. Press the **Start** Button to start the engine.
2. When power reaches 100% RPM's, press **START** on the Control Pad to lift off.
3. To accelerate, hold down the **A** Button and press **UP** on the Control Pad.

## THE CONTROLS

**CLIMB:** Press **DOWN** on the Control Pad

**DIVE:** Press **UP** on the Control Pad

**ACCELERATE:** Hold down the **A** Button and Press **UP** on the Control Pad

**DECELERATE:** Hold down the **A** Button and Press **DOWN** on the Control Pad

**TURN LEFT:** Press **LEFT** on the Control Pad

**TURN RIGHT:** Press **RIGHT** on the Control Pad

**SPIN COUNTERCLOCKWISE:** Hold down the **A** Button and press **DOWN** on the Control Pad

**SPIN COUNTERCLOCKWISE:** Hold down the **A** Button and press **LEFT** on the Control Pad

# Nintendo ENTERTAINMENT SYSTEM

## COCKPIT DISPLAYS

### WARNING LIGHTS

The warning lights are displayed at the top of the cockpit. If a hazard occurs and a light is flashing on, it indicates:

- B: Engine damage
- R: Battery overcharged
- O: Oil overfilled
- F: Fuel low
- A: Airspeed lower (below 200 ft)
- W: Wind deflection in engine or rotor

The warning lights will alert you to any critical conditions that require immediate action. You have three direct controls over the B, R, and A warning lights. The B, R, and A lights refer to problems that cannot be corrected in mid-flight. In these cases, you should reach your destination as quickly as possible and avoid any further damage from air control.

### BATTERY AND OIL TEMPERATURE GAUGES

These gauges are located on either side of the warning lights: the battery gauge on the left and the oil gauge on the right. When these gauges reach the danger zone, a continuous beeping will be heard and the warning lights will begin to flash. If this happens, you must immediately take your speed to reduce stress on the battery and turn off the rotor to prevent oil.

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## FUEL GAUGE

Your fuel gauge is located on the right side of the cockpit. As your fuel decreases, the red bar will move from right to left. The tank is empty when the red bar disappears.

## SPEED INDICATOR

Your speed indicator is located in the upper left corner of the Control Panel. It shows your present speed in knots. Maximum speed is 400 knots, or 800 miles with the turbo engaged.

## AUTOMATIC DIRECTION FINDER (ADF)

The ADF gauge is located at the top center of the Control Panel, and will aid you in locating of the present destination. Therefore, you may want to program it immediately after takeoff (see Communications). Once programmed, the ADF always points toward your destination. If the ADF is pointing straight up, you are on course and will naturally reach your target regardless of the compass heading. Moving off course will cause the ADF to turn, adjusting itself to the target's orientation. To correct the orientation of the gauge so that it is heading toward your destination, turn in the direction the ADF is pointing until the ADF points straight up again. If the ADF is turning backwards, it has not been properly programmed at the Communications Terminal. If the ADF is flashing and turning rapidly, you are directly over your destination. In this case, you should proceed and proceed to land immediately.

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## **ALTITUDE**

The altitude gauge is located in the lower right corner of the Control Panel, and the ship's altitude is shown in feet. It increases from 0 to 1000 feet in 100-foot increments. At 1000 feet, the altitude indicator is shown in green. If it goes above 1000 feet, the indicator warning light will light up, flash, and a siren will sound.

## **RPM INDICATOR**

The RPM indicator gauge is located in the lower right corner of the Control Panel, and shows the rate at which the engine and rotating machinery function. It is marked at 0 to 2000 rpm in increments of 200 rpm, with 0's the 0 of the engine. The needle of the indicator, the engine's rotating shaft, is shown in green. At 2000 rpm, the engine's RPM indicator light is shown, and the RPM indicator light and the ship's siren will sound.

## **ARTIFICIAL HORIZON**

The artificial horizon gauge is located in the upper center of the Control Panel. It shows the ship's angle of pitch and roll, and shows the ship's heading in degrees. The needle of the indicator, the ship's heading, is shown in green. At 0 degrees, the ship's heading indicator light is shown, and the ship's heading indicator light and the ship's siren will sound.

## **DIRECTIONAL COMPASS**

The compass is located in the lower right corner of the Control Panel, and shows the heading of the ship in degrees.

*Other instruments include: fuel gauges, oil pressure gauges, and engine oil level.*

# Nintendo ENTERTAINMENT SYSTEM

## Control Panel

(A) Attack	(B) Jump/Interact/Block
(C) Fire/Throw	(D) Move/Interact/Interact
(E) Guard	(F) Kick
(G) Throw	(H) Shoot

The control panel allows you to interact with the game world. You can use the control panel to interact with the game world, such as attacking, jumping, blocking, and so on. The control panel is located on the right side of the screen. It consists of a series of buttons and a joystick. The buttons are labeled with letters A through H. The joystick is located at the bottom of the control panel. It is used to move the character in the game world.

## MOVES

To move the character, press the joystick. To attack, press the (A) button. To jump, press the (B) button. To throw, press the (G) button. To shoot, press the (H) button. To block, press the (E) button. To guard, press the (F) button. To kick, press the (D) button. To interact, press the (C) button. To move, press the (D) button. To interact, press the (C) button. To move, press the (D) button.

## COMBOS

To perform a combo, press the joystick and then the (A) button. To perform a combo, press the joystick and then the (A) button. To perform a combo, press the joystick and then the (A) button. To perform a combo, press the joystick and then the (A) button. To perform a combo, press the joystick and then the (A) button.

## GRAB

To grab an enemy, press the joystick and then the (B) button. To grab an enemy, press the joystick and then the (B) button. To grab an enemy, press the joystick and then the (B) button. To grab an enemy, press the joystick and then the (B) button. To grab an enemy, press the joystick and then the (B) button. To grab an enemy, press the joystick and then the (B) button. To grab an enemy, press the joystick and then the (B) button. To grab an enemy, press the joystick and then the (B) button. To grab an enemy, press the joystick and then the (B) button. To grab an enemy, press the joystick and then the (B) button.

# Nintendo ENTERTAINMENT SYSTEM

## FLARES

To activate, highlight the "Flare" action on the menu. Press down the "A" button and the flare will be added to the inventory. Flares are used to activate the "Flare" action on the menu. It is necessary to have a flare in the inventory to activate the "Flare" action on the menu. Press down the "A" button and the flare will be added to the inventory.

## HEAD

Press the "A" button and the "Head" action will be added to the inventory.

## STATUS

Press the "A" button and the "Status" action will be added to the inventory.

## FLARE

To activate the "Flare" action, highlight the "Flare" action on the menu. Press down the "A" button and the flare will be added to the inventory. Flares are used to activate the "Flare" action on the menu. It is necessary to have a flare in the inventory to activate the "Flare" action on the menu. Press down the "A" button and the flare will be added to the inventory.

## WALKER MODE

To activate the "Walker" action, highlight the "Walker" action on the menu. Press down the "A" button and the walker will be added to the inventory. Walkers are used to activate the "Walker" action on the menu. It is necessary to have a walker in the inventory to activate the "Walker" action on the menu. Press down the "A" button and the walker will be added to the inventory.

# Nintendo ENTERTAINMENT SYSTEM

## COMMUNICATIONS

The Nintendo Game Boy is a wireless and highly sophisticated communications system. It employs the communications hardware found in the official Nintendo Game Boy system, which includes the Game Boy and Game Boy Advance. The Game Boy Advance has a Game Boy Advance Game Boy and Game Boy Advance Game Boy. The Game Boy Advance Game Boy and Game Boy Advance Game Boy are the only Game Boy Advance Game Boy and Game Boy Advance Game Boy. The Game Boy Advance Game Boy and Game Boy Advance Game Boy are the only Game Boy Advance Game Boy and Game Boy Advance Game Boy.

### ADP

The Game Boy Advance Game Boy and Game Boy Advance Game Boy are the only Game Boy Advance Game Boy and Game Boy Advance Game Boy. The Game Boy Advance Game Boy and Game Boy Advance Game Boy are the only Game Boy Advance Game Boy and Game Boy Advance Game Boy. The Game Boy Advance Game Boy and Game Boy Advance Game Boy are the only Game Boy Advance Game Boy and Game Boy Advance Game Boy.

### SENDING AND RECEIVING MESSAGES

The Game Boy Advance Game Boy and Game Boy Advance Game Boy are the only Game Boy Advance Game Boy and Game Boy Advance Game Boy. The Game Boy Advance Game Boy and Game Boy Advance Game Boy are the only Game Boy Advance Game Boy and Game Boy Advance Game Boy. The Game Boy Advance Game Boy and Game Boy Advance Game Boy are the only Game Boy Advance Game Boy and Game Boy Advance Game Boy. The Game Boy Advance Game Boy and Game Boy Advance Game Boy are the only Game Boy Advance Game Boy and Game Boy Advance Game Boy.

# Nintendo ENTERTAINMENT SYSTEM

For more information on these magazines, please contact:

**ENTERTAINMENT**

**ENTERTAINMENT** (June 1985) \$2.95

**ENTERTAINMENT** (June 1985) \$2.95

In each issue of these magazines, you'll find special features, including the latest news on the Nintendo Entertainment System, the latest news on the video game industry, and the latest news on the video game industry. You'll also find the latest news on the video game industry, including the latest news on the video game industry, including the latest news on the video game industry.

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**ENTERTAINMENT**

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1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 2680, 26

For each of the second and third groups, a group of 10 subjects was selected from the first group of 100 subjects. The subjects were selected on the basis of their scores on the first group of 100 subjects.

## THE COMPUTER TERMINAL

Integrating the Corporate Social Responsibility agenda is a challenge in the light of the growth strategy, regulatory and other factors. Initiatives are needed for it. Further, the Corporate Social Responsibility agenda is a business issue of the 21st century, requiring much innovative engagement with the public. A series of public-private partnerships are envisaged to ensure sustainability of the business, finance, and the CSR.

### POLITICAL MAP

The data graphed very closely the fitted (logistic) equation, and provided a likelihood ratio  $\chi^2$  of 0.000000. If you enter regressioned data into the  $\chi^2$  test, a likelihood ratio test cannot be calculated since it is undefined.

## SELECTING ORIGIN

1997, 1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 26



[illegible]

It is important to understand that the purpose of this study was not to determine the effect of the intervention on the overall health of the population, but to determine the effect of the intervention on the health of the population that is most at risk of developing chronic diseases. The study was designed to be a pilot study, and the results of the study will be used to inform the design of a larger, more definitive study.

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## LANDING PROCEDURES

There are two kinds of people who are interested in the "new" mathematics: the "new" mathematics is a new way of thinking about mathematics, and the "new" mathematics is a new way of thinking about the world.

1. The survey was conducted by telephone in April 2000.

There will, however, be a considerable lag between the time that the data are collected and the time that the results are published. The lag between the time that the data are collected and the time that the results are published will be considerable. The lag between the time that the data are collected and the time that the results are published will be considerable.

1. The first step is to identify the problem or question that needs to be answered. This involves understanding the context and the specific requirements of the task.

The demand of all effect movements has been to establish a constant upward or downward trend through weight change, maintained on a constant or varying level of food. It has been found when trying to maintain one size over time some animals appear to find this impossible. If you find young effect moving consistently upward or downward, you are likely to find it more difficult to maintain that movement on a long term basis. The current research on a few animals is now indicating the opposite effect.

**FIELD**

Small-scale, single-stage, low-pressure (100–200 MPa) extrusion of polypropylene (PP) has been used to produce a wide range of extruded products, such as sheets, films, and fibers. The extrusion process is a well-established method for the production of extruded products, and it is widely used in the polymer industry.

## THE McGIBBITS GUIDE TO GROUND INSTALLATION INFILTRATION

(PARENT EDITION)

Warning: your feelings may change as you find out a concealed game secret. And that is true, you have happened around an old enemy again. Don't believe it is because the enemy changed is the enemy, without being captured. Show up at finding out if true. The old foe changes after this game out of love. There are three technology paths available. Some you need a console, you will get your best equipment.

### THE MISSIONS

**Mission One:** Your first mission is to establish a secret base where you can find your's equipment. It will be your first find the first secret technology hidden in the console and bring that to the the place they will be useful. This will lead to find the actually used to make the base to improve more. Performance will show up in the next game upgrade. Then under the Most powerful and it should show you, use the equipment on it, and get out of there fast!

**Mission Two:** Your second mission is to find the famous scientist Dr. Thomas Gump and under the first the discovery of the first United right, you'll need to find the equipment to make the base to improve more. Right Dr. Thomas has a lot of more. You must find the technology off and give it to the other team equipment.





# Nintendo ENTERTAINMENT SYSTEM

## SEISMIC DETECTOR

Seismometers are geophysical sensors that measure an object's movement throughout the complete cycle, determining rapid acceleration without delay. In this case, when you select the National Geographic Society and find themselves the 5 or 6 billion-year-old world records, the most striking aspect of all you know is a warning. These instruments always detect the seismic activity around the world, and it is important that all the seismic activity in a time interval has occurred around a specific area.

## EMPLOYEES

A National Society, you'll need to get involved in the process of getting started. It is the most common of all, and it is the most common, when you're in the middle of the most common, and it is a common point, and it is the most common. It is the most common, and it is the most common, and it is the most common. It is the most common, and it is the most common, and it is the most common. It is the most common, and it is the most common, and it is the most common.

## MISSION INTERFERENCE

Many games within the company are designed to be played in the most common. There is no support to game content, and it is the most common, and it is the most common, and it is the most common. It is the most common, and it is the most common, and it is the most common. It is the most common, and it is the most common, and it is the most common. It is the most common, and it is the most common, and it is the most common. It is the most common, and it is the most common, and it is the most common.

# Nintendo ENTERTAINMENT SYSTEM

## MAPPING

While you're stuck in a hallway, it's recommended that you consult an "in-game" map of the entire building. This map is shown in the bottom-left corner of the screen. It is color-coded to aid finding your way out of a maze. Look for the Big Red "X" which indicates the entrance to the maze.

**Hint:** Designated a "hall" of your mapping system means there are no "enemies" in that area. It's a safe place to rest.

## SEARCHING THE BUILDINGS

While inside a building, you may become prey to the enemies on the top floor of each room. Enemies on the top floor cannot be reached by stairs, and you must go to each room, search every corner, and either locate and kill the would-be killer. To protect yourself, check a floor at a time and jump off at the bottom floor. Look for the outline of any enemies on all floors. What you find. Searching buildings may be of some help in finding enemy guards. To change uniforms, visit enemies in their or a room leading to a door, and you'll find out the code that you are looking for. Searching buildings, the enemies and the attacking force will continue when you leave the room.

## SILENCING THE ALARMS

Inside the standard buildings, an alarm will sound up all of the rooms, informing of you that the authorities are on their way. The bottom of the screen shows all the Big Red "X"s. To stop your way to the alarm, enter the code 123456789 in front of the code 123456789 in the code and press the Control Pad. This will silence the alarm. You can get permission to go further into the Big Red "X"s by entering the code 123456789. This will give you a red "X" which the enemies cannot see.

# Nintendo ENTERTAINMENT SYSTEM

When there are three or less of a given fruit of the same color, it will be considered "weak" and will not disappear. The next will only disappear when it becomes "strong".

## LOCKED DOORS

Locked doors lead to the restricted section and can prove troublesome. To open all of the locked doors in the enemy passages, you must first locate the enemy exit. Once you have found it, a key symbol will appear on the screen. If the enemy leaves the building then you will hear the enemy leaving door to a key symbol and the door makes indicator open on the wall and a message will clearly state it. To unlock all the doors, stand directly in front of the enemy exit and use your power of the Super Fruit. The door will make indicator light without that and it gives to indicate that all of the locked doors are now open. From that on, it is important to identify the enemy exit location. If you find it is your advantage, it will be achieved automatically.

## MAKING YOUR ESCAPE

If you determine yourself and ground enemies, make your way back to the escape. By moving into the enemy room, all the way, you must be that you can leave them. If you haven't completed last mission, you won't be allowed to enter the building. The condition is whether you must have been completed by going to the building. From it through all the players when you have completed the mission, is an excellent way to get out of there.

# Nintendo ENTERTAINMENT SYSTEM

## LIMITED WARRANTY

Midway Inc. warrants to the original purchaser of this product that the recording medium on which the Game Pak is recorded will be free from defects in material and workmanship for ninety (90) days from the date of purchase. Defective media returned by the purchaser during the ninety (90) day period will be replaced without charge, provided that the returned media have not been subjected to misuse, damage or excessive wear.

Return defective media to point of purchase. You must include a dated proof of purchase, a brief statement describing the defect, and your return address.

Midway Inc. does not warrant that the Game Pak will meet the purchaser's specific requirements. ANY STATEMENTS MADE CONCERNING THE UTILITY OF THE GAME PAK ARE NOT TO BE CONSIDERED AS EXPRESS OR IMPLIED WARRANTIES.

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IN NO EVENT WILL MIDWAY INC. BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES OF ANY KIND IN CONNECTION WITH THE GAME PAK.

Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitation or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Instead of correspondence to: Midway Inc., P.O. Box 1387, Northbrook, IL 60062-7387.

# Nintendo ENTERTAINMENT SYSTEM

## COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the trouble by one or more of the following measures:

- Reorient the receiving antenna
- Move the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

**How to Identify and Resolve Radio-TV Interference Problems.**

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-700-003-254.

# Nintendo

ENTERTAINMENT SYSTEM



# Nintendo ENTERTAINMENT SYSTEM



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